

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light greenish-blue. They are positioned diagonally, with the blue one partially covering the green one.

MMORPGs and Real Money Transactions

By: Henry Trinh



What are MMORPGs

- MMORPGs are two genres of gaming combined

MMO- MMO game has a large number of players playing together simultaneously

RPG- Have players be another character in a fantasy world

My lack of experience with MMORPGs



Warframe

1,193 hrs on record



Links



View Stats



Review



Path of Exile

213 hrs on record



Links



View Stats



Review

-The games I play aren't classified as MMORPG, but have one of the classifications of an MMORPG.



Classifications of an MMORPG

1. A player-driven economy
 - Players are the ones who can dictate the value of items and currency
2. People sharing the same game world/level
 - People share the same open world to explore and play in
3. The world is persistent.

How most MMORPGs are played

Platforms:

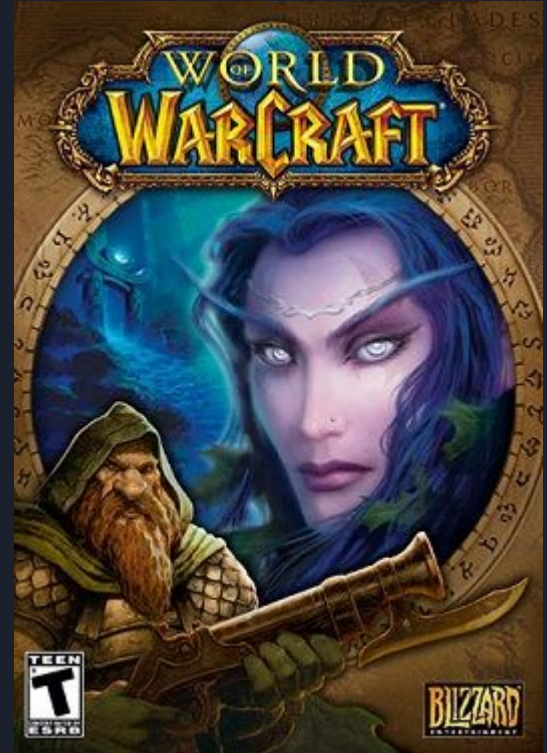
PC or Console

Ways to play:

Free to play - Guild wars 2

Pay to play - Black Desert online

Monthly pay to play like World of Warcraft



[Boxart for WOW](#)

General Gameplay Loop for MMORPGs

Make a character

- choose a race
- choose a class
- edit the physical features of the character

Cycle:

Kill monster

Get loot

Get/make new gear/items



[From: pcgamer.com](http://pcgamer.com) about Wow's character selection screen



Examples of MMORPG

TOP 20 MMOs

Rank	Game	Players
1	World of Warcraft	1,085,546
2	Destiny 2	613,475
3	Old School RuneScape	1,156,136
4	FINAL FANTASY XIV: A Realm Reborn	1,174,809

[Taken from mmo-populations.com](https://mmo-populations.com)



Main Issue with MMORPGS:

Real Money Trading - The act of using real-world currency in exchange for virtual goods. This could be getting in-game items/currency, accounts, levels, services , or cosmetics.

This issue or feature attracts more people to play the MMORPG with the goal of getting money from the game.

How players obtain items from real world

-Websites such as

-Player Auctions <https://www.playerauctions.com/>

-Eldorado <https://www.eldorado.gg/>

Game specific-

-4rsgold <https://www.4rsgold.com/>

for Runescape

Ebay----->

The screenshot shows an eBay search results page for the keyword 'runescape'. The page features a navigation bar at the top with links for 'Sign in or register', 'Daily Deals', 'Brand Outlet', and 'Help & Contact'. Below the navigation bar is the eBay logo and a search bar containing the text 'runescape'. To the right of the search bar is a link to 'Strategy Guides &...'. Below the search bar, there are filters for 'Category' (All, Video Games & Consoles, etc.), 'Price' (Under \$90.00, \$90.00 to \$250.00, Over \$250.00), and 'Type' (Strategy Guide, Coins, Cape, etc.). The main content area displays three sponsored listings for 'Old School Runescape Gold' and 'Runescape 3 Gold'. Each listing includes a thumbnail image, the item name, the seller's name ('eBay Gold Shop'), the price (\$7.99 to \$399.99 or \$7.99 to \$299.99), and various details like '15 min Delivery', '100% Positive FB', and 'OSRS GP'. The listings also show the number of items sold (113+ sold or 14+ sold).



Is this legal or not

Ownership/Selling of the Account or Virtual Items.

Blizzard does not recognize the transfer of Accounts. You may not purchase, sell, gift or trade any Account, or offer to purchase, sell, gift or trade any Account, and any such attempt shall be null and void. Blizzard owns, has licensed, or otherwise has rights to all of the content that appears in the Program. You agree that you have no right or title in or to any such content, including the virtual goods or currency appearing or originating in the Game, or any other attributes associated with the Account or stored on the Service. Blizzard does not recognize any virtual property transfers executed outside of the Game or the purported sale, gift or trade in the "real world" of anything related to the Game. Accordingly, you may not sell items for "real" money or otherwise exchange items for value outside of the Game.

According to most Games Terms of service (The agreement that the player must accept in order to play)

- Most MMORPGs accounts are owned the by the game's company and NOT the player.
- The act of having an account and items in the account for real money, goes against the terms of service



Impacts these transactions do in the MMORPG's economy

- An increase of inflation

 - causes prices to increase but not the value of the item

 - lowers the price of the currency

 - Affects the player base overtime

Video that helps explain the inflation in MMORPG (start - 3 minute mark)

https://www.youtube.com/watch?v=W39TtF14i8I&ab_channel=ExtraCredits



What is currently done to minimize the issue

- Bans the players
- Could affect the innocent players
- Takes time to find the accounts who do the activity

-This way is one way, but the problem is that players can always create another account or account(s).

-Which creates a never-ending game of cat and mouse

-In 2011, Runescape bans 1,500,000 bots with 100,000 - 200,000 bot accounts being created everyday.

-<https://www.pcgamer.com/runescape-bot-nuking-event-bans-1-5-million-bots-in-one-day/>



Taking people to court

- As some MMORPG could go sue the player or players caught doing the activity.
- Most often they don't sue the player for violating the terms of service
- As it is hard to prove the activity and no time/resources to.



Another way- have it in the game

- Have players have the options to trade their in-game currency for real-world money

- This helps with inflation as there could be a fee place if a player wishes to do this

Eve online and Runescape has a similar option - where players can trade a currency to pay for the premium or monthly subscription to play the game



Utilitarianism

- Benefit the most amount of people

- I would argue that they would see this as okay as this helps people who wishes to speed up the grind or time invested in an MMORPG



How does players manipulates the Virtual Economy

- There are multiple ways to acquire the in-game currency/items to supply the websites.
- Each with their individual implications and effects
- Generally they are negative to the game and players

BOTS

- Automated programs that will play the game

to get the currency/items.

- Effects

- Artificial playerbase

- Inflation

- Less supply

- <https://chimpeon.com/mmorpg-automation.html> (website where you can get a MMO bot)



From: mmorpg.com

Gaming Sweatshops

- Areas that have people playing the game as “gold farmers”.

Gold Farmers - players who trade in-game currency/items for real-life money

Chinese Gold Farmers is famous for gold farming

- Liu Dali was forced to play a MMORPG while in prison.

- Venezuela use Runescape's currency as a way to make money

- making 500,000-2m gold pieces.

- trade 1 million for 50 cents a day

[From: Reddit about Venezuela farming](#)





Scams

- This can be done easily in a player driven economy
 - Lying about items
 - Lying about the price
 - Giving the wrong items
 - Lots of small ways to scam another player

Luring

- Runescape is notorious for luring players
- Leading another player into a dangerous area
- Then killing the player for their items/currency
- Sirpugger showcases Runescape gold farmer and lures. Explains how they work and how to avoid them.



I Went Undercover as Bait to Expose RuneScape Luring

1,183,848 views • Mar 12, 2020

19K

917

APPLAUD

SHARE

SAVE



SirPugger
283K subscribers

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From: Sirpugger Youtube Channel



What can we learn from MMORPGs?

-That people will find a way to
bypass laws or restriction even
in a online world.